

AGE OF WORMS

VOLUME 2

VOLUME 2

A Campaign Log for the Age of Worms Adventure Path



Campaign Began: November 25th, 2023

Final Session Was: TBD

DUNGEON MASTER: Hank Woon

[Pathfinder Wiki](#)

[Wikipedia](#)

PREVIOUS SYNOPSSES AVAILABLE

[SHACKLED CITY VOLUME ONE](#)

[SHACKLED CITY VOLUME TWO](#)

[SHACKLED CITY VOLUME THREE](#)

[AGE OF WORMS VOLUME ONE](#)

CHAPTERS

CHAPTER 3: *Night of the Walking Dead* by Bill Slavicek

CHAPTER 4: *Horror's Harvest* by Christopher Perkins

CHAPTER 5: Continued in [AGE OF WORMS VOLUME THREE!](#)

VOLUME ONE RECAP

The player characters, part of a new christened Chultan House in Diamond Lake, set out on their first mission to the port city of Saltmarsh, where they delivered terms of alliance with the City Council. The Council in turn told them about troubling rumors regarding a long-abandoned seaside mansion, just south of the city, and strongly insinuated that their help in investigating the matter would go a long way to seal the deal.

Though at first appearing haunted, the mansion turned out to be a cover for a group of smugglers belonging to The Ebon Triad--an ancient death cult dedicated to the idea of somehow drawing the essences of the gods Bane, Bhaal, and Myrkul into one powerful "overgod". They are tied to the doomsday prophecy known as The Age of Worms, and to a name: "KYUSS".

After raiding the smuggler's vessel (and getting themselves a new ship in the process), the PCs discovered that one of the council members, Lord Fairwind, was in league with the vile cult, along with a mysterious mage called The Faceless One. Though The Faceless One escaped, they slew Lord Fairwind and found out about a plot in a nearby swamp village called Marais D'Tarascon. On the way there, they come upon a small shack where an eccentric old hermit lived along with his flock of campestri. After learning something was agitating the creatures of the swamp, the players were led to an ancient, flooded grove of druidic menhirs, where they learned a lamia was using her dark magic to disturb the swamp creatures in an effort to keep people away so she could study them. The menhirs spoke of an ancient battle between the Order of the Storm and the forces of Kyuss...

After defeating the lamia and her shambling mound, the players rested for the night at Katan's, and then continued on their journey to Marais D'Tarascon...



CHAPTER THREE

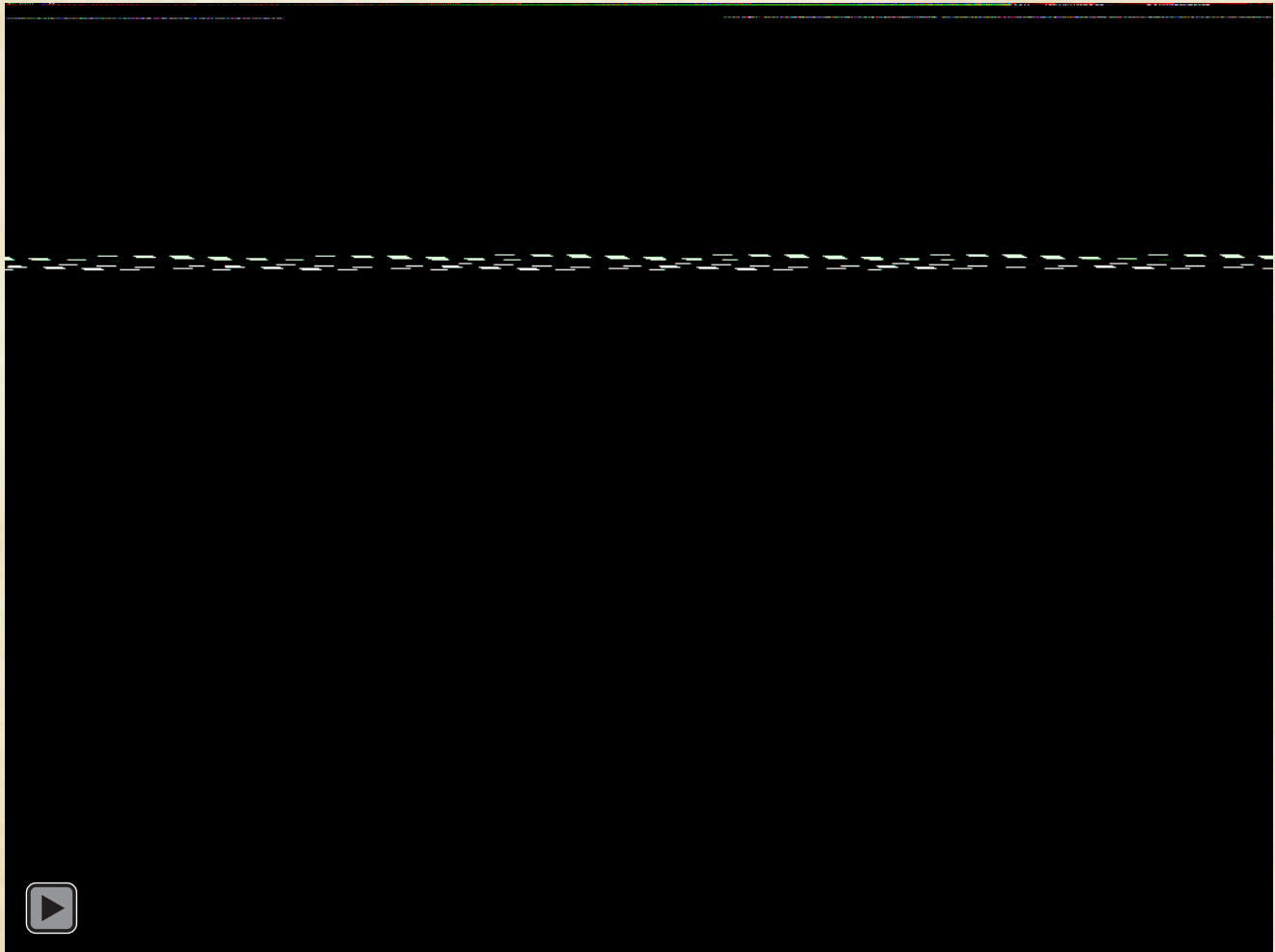
N I G H T O F T H E W A L K I N G
D E A D





DUNGEON MASTER

You leave Old Man Katan in the morning after breakfast, and head back out into the swamp. The day passes, but soon after dark, you come upon a lively camp...





DUNGEON MASTER

The Vistani welcome you to their camp with warm and inviting smiles.



COTEN

Well met.



MADAM EVA

Welcome. We've been expecting you.



TARATOR

Me and my mushroom dance to the music.



LEIF FORESTFRIEND

Leif Forestfriend admires their scarves.



HEY YOU

HeyYou offers her Megaron's sash.

DUNGEON MASTER

She accepts it with a crooked smile, as if she knows precisely how you got this scarf (spoiler: she does).

MADAM EVA

Relax, my friends. Enjoy the hospitality of the Vistani.



SHELLYSHAGG

Do you have any scarves for sale?

DUNGEON MASTER

She gives you one.

MADAM EVA

A gift.

LEIF FORESTFRIEND

Leif Forestfriend pets the horse.

DUNGEON MASTER

The horse nuzzles you.

SHELLYSHAGG

Shellyshagg pulls out a handful of vomit weed.

HEYYOU

HeyYou follows suit, and offers their pipe (actually it's Leif's pipe they swiped earlier).

SHELLYSHAGG

Shellyshagg fills the pipe and hands it back.

COTEN

You said you were expecting us. Did someone tell you we were coming? Or do you have other sources...?

MADAM EVA

(Enigmatic smile.) You are traveling to Marais D'Tarascon.

COTEN

Indeed we are.

MADAM EVA

You must not allow the sacrifice to happen.



CORVUS

How can we stop it?

LEIF FORESTFRIEND

Leif Forestfriend suddenly realizes his pipe is missing...

MADAM EVA

In order to prevent the undying one from rising, keep the sacrifice safe from his brother.

CORVUS

From Jared?

MADAM EVA

No, my friend. Those ramblings from the old man were just ramblings from an old man.

HEYYOU

HeyYou watches intently...

MADAM EVA

Jared does not factor into our tale, nor does Katan. The brothers I speak of are the Tarascons. You will meet one of them very soon... and the other, soon after... Blood will mark your passing. The dead will howl for your souls. The worms walk. The worms whisper. They have been waiting for you.

HEYYOU

HeyYou shrugs. They stare into the fire, the light reflecting off their goggles. The howling echoes in their memory...

LEIF FORESTFRIEND

Whoa, brother. Too dark.

TARATOR

I don't like worms. Rough history with them.

MADAM EVA

But for now, relax and enjoy the night. It seems our blink dog has taken a liking to you. Will one of you keep him?

CORVUS

(Tosses a hunk of meat to the blink dog.) I will.

BLINK DOG ANIMAL COMPANION

The blink dog grants the following bonus action once per Long Rest:

—You may teleport into any unoccupied square you can see within 30 feet.



TARATOR

Tarator pets the dog.

COTEN

I'm going to clean the swamp out of my armor and weapons.

SHELLYSHAGG

(Settling down with fine Vistani wine.) You heard of the Cosmic Eye? It's a maelstrom. Its tempest reaches all corners of the multiverse...

The group relaxes with the Vistani, and in the morning heads back out. Before too long, they reach the village...



SHELLYSHAGG

Shellyshagg is wrapped up in his new scarf.

The group begins to look around...

LEIF FORESTFRIEND

What god is the church dedicated to?

DUNGEON MASTER

Kelemvor.



SHELLYSHAGG

I thought I could smell baked goods. Go into the bakery.

MARAIS D'TARASCON: BAKERY



LOUISE

Hello! Welcome to my bakery! Would you like some baked goods? I'm the best baker in the village! I'm also the only baker in the village!

SHELLYSHAGG

YES.

TARATOR

Yes, I would like some bread.

After getting some bread at a reasonable price, the group heads to the blacksmith...

MARAIS D'TARASCON: BLACKSMITH



RAMUS

Good day! How may I help you?

TARATOR

How much for your finest plate armor?

RAMUS

1,500 gp!

CORVUS

How much for your SECOND finest plate?

RAMUS

I only have the one suit.

SHELLYSHAGG

Who else is gonna buy it? How long's it been here for crying out loud? (Wipes dust off it.)

Shellyshagg rolls: 1d20-1 => 1 - 1 = 0

RAMUS

Afraid that's as low as I can go. Need to save up to move out of here! What, with the murders, and all.

CORVUS

Murders?

COTEN

What murders?

RAMUS

Not from around here, are ya? Four people have been killed so far! It's horrible. Each found with their throats slit! Organs removed! And a strange pyramid, triangle-like symbol carved into their foreheads!

TARATOR

We might be able to help with this.

SHELLYSHAGG

Who has the Ebon Triad symbol?

COTEN

I do.

COTEN

(Hold up the Ebon Triad pendant.) Does the symbol look like this?

RAMUS

That's the symbol! (Recoils in fear.) Who are you guys?

HEYYOU

HeyYou chuckles hollowly.

SHELLYSHAGG

Hunters of the Ebon Triad.

COTEN

We're on the trail of these people. We're trying to stop their evil.

RAMUS

Well then, friend. I wish you all luck... listen, uh, I just remembered, I need to close up shop... Maybe come back later, yeah?

CORVUS

Why so suddenly?

TARATOR

We are no threat to you, sir.

RAMUS

Listen, this is all... I don't want to be involved. To speak of evil is to invite it to dinner.

And that's where we left off... until next time!



Realizing the map of the new Chultan House ship works well as a static dungeon but not as a proper vehicle, I set up a new one for them:



Now that our druid, *Leif Forestfriend*, is 2nd level, he has access to *Wild Shape*! Fortunately, Foundry has a very user-friendly system for *Polymorph*, *Disguise Self*, and *Wild Shape*. Even though he's only 2nd level, Leif has a massive list of shapes to choose from already—and this list will only get longer as he grows in power!



	Leif Forestfriend (Squirrel)
	Leif Forestfriend (Velociraptor)
	Leif Forestfriend (Weasel)
	Leif Forestfriend (Wolf_Wild Shape)

Leif is also Circle of the Moon, which will grant some very interesting options later on. But since he's had some time to explore Chult, I already gave him a couple dinosaur options.



Initializing World...

Shellyshagg joined.

Ray joined.

Corvus joined.

Leif Forestfriend joined.

Raava joined.

Tarator joined.

Still looking around the swampy village of Marais D'Tarascon, the players head to the local Church of Kelemvor so Coten can purchase vials of holy water and a parchment with holy text for his spells...



SHAYMIN BRUCIAN

Can I help you with anything else?



SHELLYSHAGG

What's it like trying to see the divinity of the Cosmic Eye through the shadow of a lesser deity?

SHAYMIN BRUCIAN

The... Cosmic Eye...?

SHELLYSHAGG

The wellspring of all the Material Plane; the font from which the elemental chaos solidifies into this reality.

SHAYMIN BRUCIAN

Uhh...



CORVUS

Could you give us a blessing?

SHAYMIN BRUCIAN

I believe you could use it. As you may be aware, our village has had terrible events as of late.

CORVUS

What do you know about those events?



COTEN

Do you have any information as to what could link the victims?

SHAYMIN BRUCIAN

Our Constable says there seems to be no connection. They were all upstanding citizens of our community. But it all began after our two village leaders, the Tarascon Brothers, vanished...

SHELLYSHAGG

The first victims?

SHAYMIN BRUCIAN

A young girl of 17 summers, Mary. She worked for the Tarascons. She was picking cotton in the fields and vanished. She was found two days later, her eyes removed, her throat slit, and a triangle carved on her forehead...

Armed with this knowledge, the group heads to the Tarascon manor. Finding the door unlocked, they enter after there is no response to their knocking...



LEIF FORESTFRIEND

Leif sits on the bed.

COTEN

These are the brothers the Vistani told us about. We need to look around and see if there's anything that gives any clues here.

CORVUS

I'm curious about the books and papers on the upstairs table.



DUNGEON MASTER

They are pages of mad scribbblings. Triangles. Images of writhing tentacles. And a word: HYSKOSA...



RAAVA

I want to search the chest upstairs.

DUNGEON MASTER

It's full of clothes.

DUNGEON MASTER

Everyone roll Perception!

Raava rolls: $1d20 + 1 + 0 + 2 = 6 + 1 + 0 + 2 = 9$

Leif Forestfriend rolls: $1d20 + 4 + 0 = 18 + 4 + 0 = 22$

Corvus rolls: $1d20 + 1 + 0 + 2 = 16 + 1 + 0 + 2 = 19$

Shellyshagg rolls: $1d20 + 3 + 0 = 18 + 3 + 0 = 21$

Coten rolls: $1d20 + 2 + 0 = 9 + 2 + 0 = 11$

Tarator rolls: $1d20 + 0 + 0 + 2 = 5 + 0 + 0 + 2 = 7$

DUNGEON MASTER

Leif, Corvus, and Shellyshagg – you hear what sounds like a soft giggle, coming from somewhere...

LEIF FORESTFRIEND

I search under the bed.

DUNGEON MASTER

Roll!

Leif Forestfriend rolls: $1d20 + 3 + 0 = 1 + 3 + 0 = 4$

COTEN

Ouch.

LEIF FORESTFRIEND

Too much pipe weed.

DUNGEON MASTER

You don't see anything under the bed...

SHELLYSHAGG

Give Leif *guidance*. May the Cosmic Eye guide your senses. (Plus 1d4.)

Leif Forestfriend rolls: $1d20 + 3 + 0 = 10 + 3 + 0 = 13$

Leif Forestfriend rolls: $1d4 = 4 = 4$

NED THE NILBOG

HAHAHA! YOU FOUND ME! YOU FOUND ME!



CORVUS

Oh, this guy.

NED THE NILBOG

Yes, yes! You cut me in 'twain, yet here I am again!

DUNGEON MASTER

Roll for initiative!

A brief battle ensues!

NED THE NILBOG

GAAHHHH! You haven't seen the last of me!

DUNGEON MASTER

Net VANISHES!

COTEN

Well, the appearance of Ned proves at least one of the brothers are in league with the Triad.

The group then heads to the contsable's cabin...



CONSTABLE GREININ

Welcome to our village. I trust you have business here?

COTEN

We're on the trail of some unsavory folks and heard you were having issues of your own. We'd like to help in tracking down the perpetrators.

CONSTABLE GREININ

You speak of the murders. You have information you would like to share?

CORVUS

We think one of the Tarascon brothers might be involved.

CONSTABLE GREININ

The Tarascon brothers are the patrons of our village! And both are missing.

COTEN

We came across a Nilbog in their house that we've been chasing during our quest. Whether that means they are involved or not... However it does seem strange that your troubles and ours cross.

DUNGEON MASTER

Roll Persuasion.

Coten rolls: $1d20 + 3 + 0 = 7 + 3 + 0 = 10$

CONSTABLE GREININ

Hmph. You are free to look around the village, but anything you learn, you report it right to me, understood?

COTEN

Understood. Would you happen to have any information that might help us?

CONSTABLE GREININ

I'm at a loss. Other than to say those creepy Vistani were seen lurking around the outskirts soon after the disappearance of the brothers!

SHELLYSHAGG

They gave me this scarf.

CONSTABLE GREININ

I think these murders are their doing!

LEIF FORESTFRIEND

The Vistani were great people.

CONSTABLE GREININ

Great? They're filthy, creepy itinerants.

COTEN

We came across them on our way here. They seemed friendly enough, but we'll keep an eye on the as well.

The group then heads over to the Full Moon Inn...



Once settled in with rooms, food, and drink (for them and their animal companions), Shellyshagg amuses the room with elaborate shadow puppets showing the birth of his people from the Cosmic Eye, and Coten strikes up a conversation with the innkeeper...

COTEN

Have you happened to have heard anything?



JERALD

Ever since the Tarascons have been missing, Fiora has been inconsolable. Always coming in every morning and buying a package of food, but never saying a word.

CORVUS

I wonder if she's harboring an extra mouth to feed...

The group heads to sleep soon after. When they awaken in the morning, they learn they just missed Fiora, and

Hello, ma'am.



Who's the peeping tom?



That's my son. Who are you?

Is there water in the tub?

There is.

Cast my line into it.

What do you people want?

We are looking into the disappearance of the Tarascon brothers and the recent murders in the village.

She visibly tenses at the mention of the brothers.

You know things. The breeze disturbed the surface of the water when the brothers were mentioned.

I... I... just who are you people?

Roll Persuasion.

Coten rolls: $1d20 + 3 + 0 = 3 + 3 + 0 = 6$

I don't need your help. I'd kindly ask you to leave!

I can play bad cop.

She recoils in fear.

Sorry that it's come to this, but we need answers.

I won't let you hurt him! They said you will never find him! They said he would be safe there!

We don't want to hurt anyone. We just need information.

He has nothing to do with it! It's his brother! I love him!
Don't hurt him, please!

We just need to speak to him.

If I tell you where he is, do you promise you can protect him? They said the sacrifice must not happen. "The brother's sacrifice of brother!"

If he is truly innocent in this, I will do everything I can to protect him.

The Maelstrom's will be done.

The party heads out back into the swamp, following directions given to them by Fiora...



Leif Forestfriend rolls: $1d20 + 3 + 0 = 19 + 3 + 0 = 22$

The frogs leap back into the water!

CORVUS

Well done, Leif.

LEIF FORESTFRIEND

Bye, new friends!

DUNGEON MASTER

For inventive problem solving, everyone gains 1 Fate Point!



The players find the man on a house raised above the foul waters of the swamp. When they approach, they are suddenly attacked by giant frogs!

DUNGEON MASTER

Despite the commotion, the man has not once looked at you.



Leif uses speak with animals!

LEIF FORESTFRIEND

Yell at the frogs to stop attacking. We don't want to hurt them.

DUNGEON MASTER

Roll Persuasion.



LUC TARASCON

SHELLYSHAGG

How deep is the water?

DUNGEON MASTER

Four feet.

SHELLYSHAGG

Shellyshagg casts a line.

The group is soon atop the stilted home, and Shellyshagg gets a Blue Slime animal companion!



BLUE SLIME ANIMAL COMPANION

The Blue Slime grants a bonus action that grants the player advantage on all rolls for one round – including damage rolls! This bonus action can be used after the players has made an initial roll, granting an immediate second roll for advantage.

COTEN

Does the man look sick? Or hurt?

DUNGEON MASTER

No, just... vacant.

TARATOR

Hello, sir.

DUNGEON MASTER

He just looks at you.

LEIF FORESTFRIEND

Fine hut you have here.

COTEN

Cast detect poison and disease.

DUNGEON MASTER

No poison or disease detected.

CORVUS

What about a slap to the face?

DUNGEON MASTER

Do you try it?

CORVUS

Yes.

DUNGEON MASTER

SLAP! He recoils in fear and hides behind Shellyshagg.

LEIF FORESTFRIEND

Terrible choice. We can see right through him.

SHELLYSHAGG

Don't tell Fiora we lied about hurting him.

LEIF FORESTFRIEND

Fiora sent us. You know Fiora, right?

DUNGEON MASTER

He looks up at the sound of her name.



LUC TARASCON

(Nods.) Sacrifice... the sacrifice... Hyskosa...

TARATOR

Who is this Hyskosa you speak of?

DUNGEON MASTER

Leif, you recognize the name Hyskosa. He was a member of the Order of the Storm, from long, long ago. Legend has it he was a prophet.

SHELLYSHAGG

Shellyshagg wraps the Vistani scarf around Luc.

DUNGEON MASTER

Luc seems to calm, clinging closer to you.

LEIF FORESTFRIEND

Luc, do you know how to get to where the sacrifice will be?

LUC TARASCON

Sacrifice! Sacrifice! Brothers!

LEIF FORESTFRIEND

Where are the brothers, brother?

DUNGEON MASTER

No answer.

COTEN

Luc, you mentioned Hyskosa. What did you mean by that?

LUC TARASCON

Hyskosa! The scroll! THE SCROLL! Hysoksa! Sacrifice! THE AGE OF WORMS!

SHELLYSHAGG

Where is this scroll?

LUC TARASCON

Brother... brother... brother... brother... brother...

CORVUS

What are those stones on the island...?



DUNGEON MASTER

Ancient menhirs. They look like the ones you saw before, with the lamia.

Shellyshagg finds a pile of blankets inside the cabin while they all search for this scroll. He bundles Luc up, and using his shield, makes a fire for him

DUNGEON MASTER

He stares blankly into the flames. Outside, the sky is growing darker. A storm is blowing in.

SHELLYSHAGG

I don't think Luc is going to be much more help. His mind is lost to the Maelstrom.

COTEN

We should investigate the menhirs.

CORVUS

Good idea.

Raava finds an inscription in an ancient Druidic language, which Leif reads...

DUNGEON MASTER

It is written by Hyskosa. One of his prophecies. It speaks of the evil of Kyuss, and how it will not stay sealed away forever. Kyuss will return during the Age of Worms...

SHELLYSHAGG

Shellyshagg shouts down, "I guess you didn't need to slap anyone after all!"

CORVUS

It was tough love.

The group then heads back to the village. By the time they arrive, a light rain begins to fall, and menacing clouds turn day into night. They decide to take Luc to Fiora...

FIORA

Why did you bring him back here? The Vistani said he would be safe in the swamp! That his brother would not find him! But if he's taken away, his brother will be able to find him, and then the sacrifice would be made!

CORVUS

Uh oh...

LEIF FORESTFRIEND

Oh...

TARATOR

...he followed the slime.

SHELLYSHAGG

You should've told us that before we left, lady.

LEIF FORESTFRIEND

He's probably safer with us.

FIORA

Then... then you must be careful. Please protect him. He is the father of my son...

CORVUS

By the hand-shaped mark on his face, we will protect him.

The group takes Luc to the inn, where they find it darker inside than usual, and everyone gone. They soon discover why...



JEAN TARASCON

Thank you for brining me my brother!



Jean launches out to attack, but is quickly put down with a fire bolt from Raava!

DUNGEON MASTER

The *fire bolt* strikes him in the chest, leaving a gaping, smoking hole where his heart should be! He looks down, unsteady, and smiles...

JEAN TARASCON

Thank you... (drops dead).

COTEN

Woot.

RAAVA

Yay!

Just then, Luc snaps out of his comatose-like trance! He reacts in horror at the sight of his brother's dead body...

LUC TARASCON

What did you do?!

It dawns on them...

CORVUS

Oh boy.

COTEN

We inadvertently completed the sacrifice of your brother.

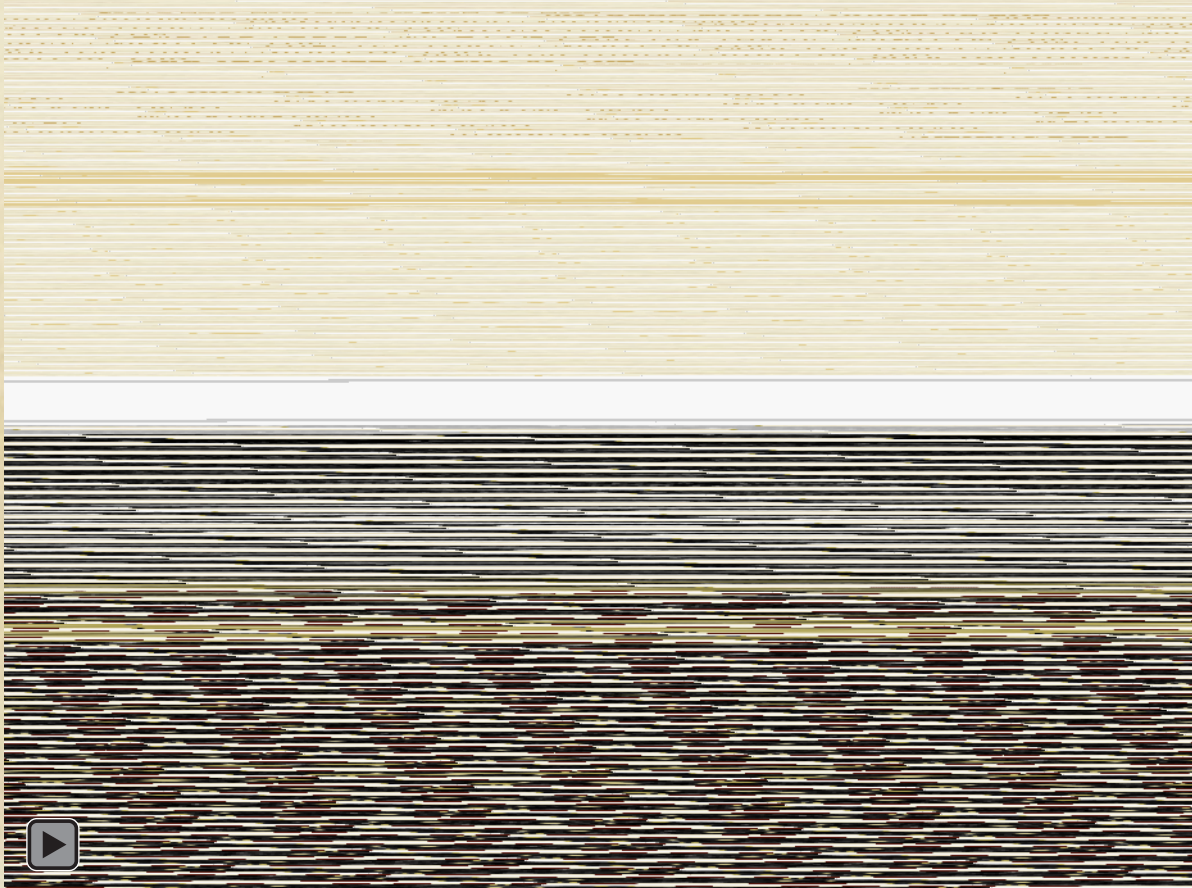
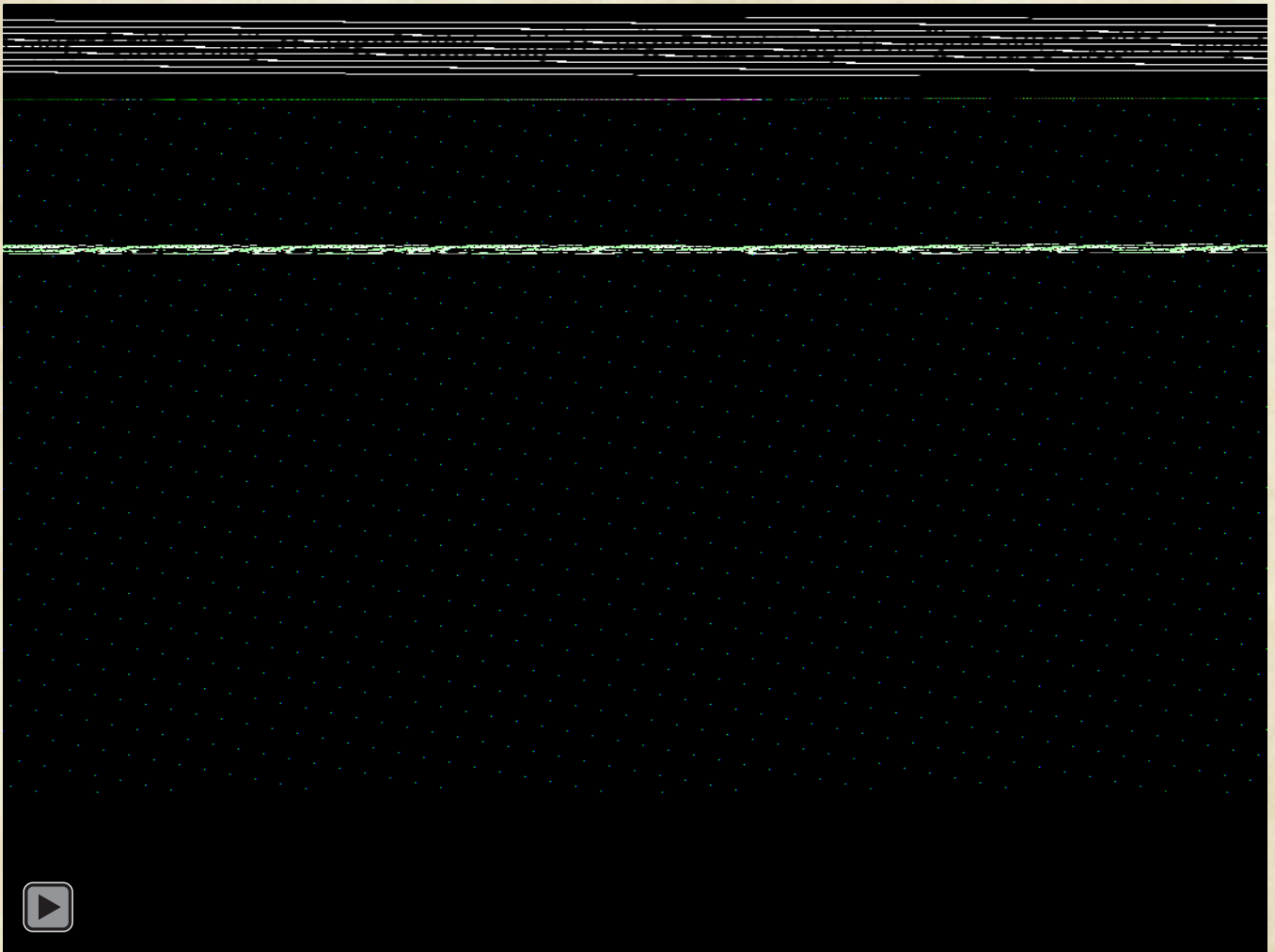
LUC TARASCON

Then... then the Priest of Kyuss has awakened! My brother was seduced by the Hyskosa Scrolls. I walked in on him during his communion with a demon from the darkest depths of the Abyss! It drove me into my state, but still I learned what my brother planned. He was to sacrifice himself and awaken the Priest of Kyuss, who once lived in this area centuries ago, and is buried in our village's cemetery! Now that he is awakened, he can summon and command great legions of the undead!

SHELLYSHAGG

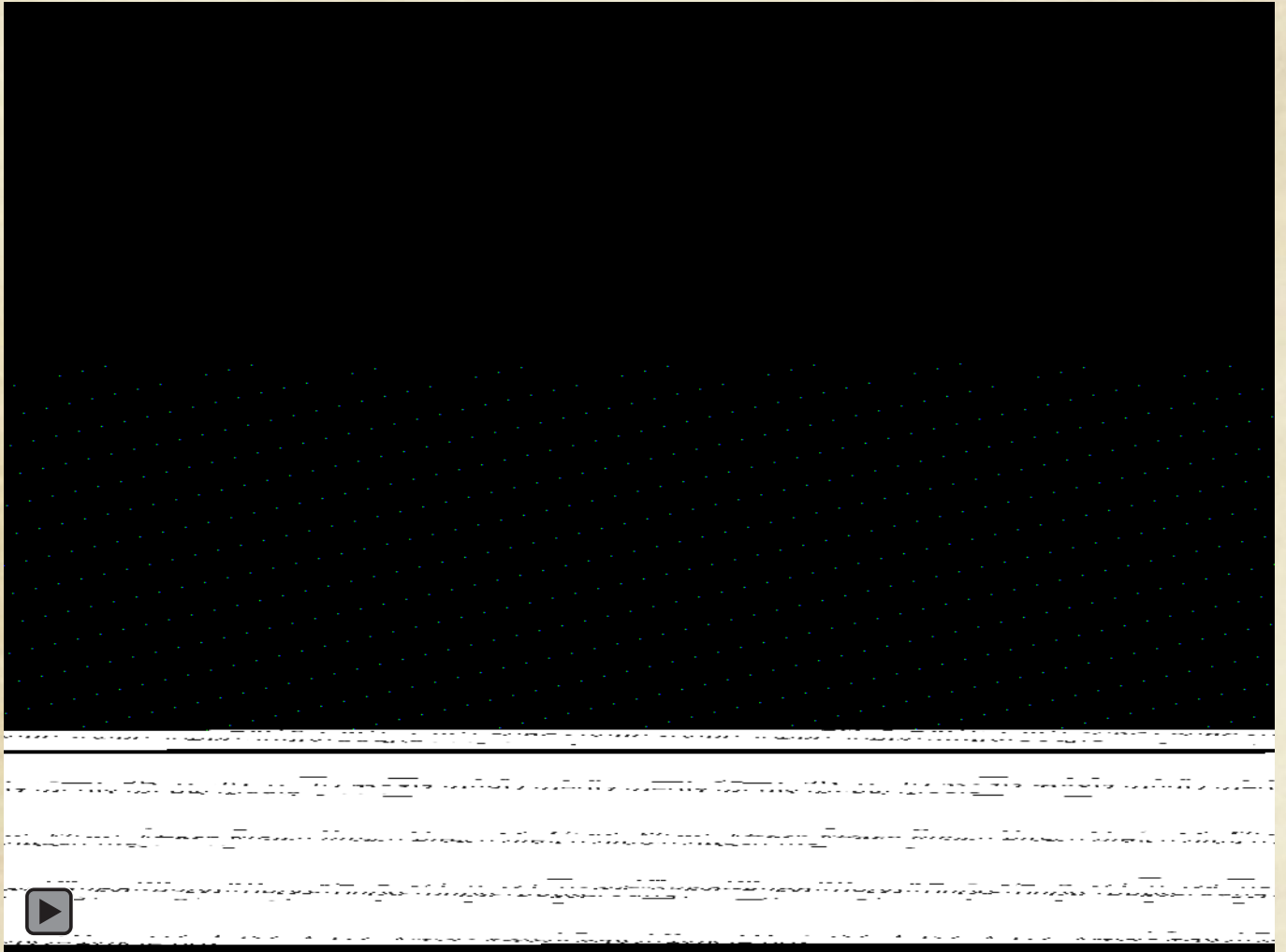
I see now why he and Fiora are a thing. This after-the-fact exposition. (Shellyshagg takes his scarf back.)

It is then when Tarator heard a great moaning coming from outside, intermixed with the screams of villagers!





The players rush through the oncoming horde of zombies into the cemetery., where Leif uses his Wild Shape to transform into a boar! They are quickly descended upon by a group of zombies, and a battle ensues...



The undead swarm at Tarator, ignoring all others...

TARATOR

Starting to regret taking this sword.

COTEN

Gotta do something about his +2 greatsword of zombie lovin'.

After the battle, the group searching around the graveyard, and eventually find a path that leads them even deeper into its sinister reaches...



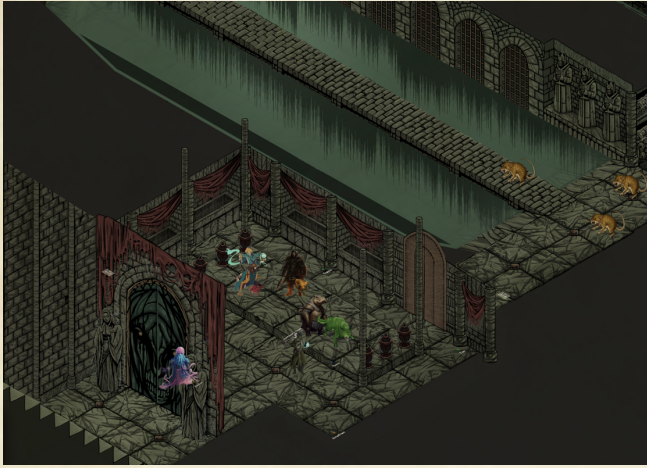
They are attacked by more undead, which again go straight for Tarator! Meanwhile, Leif transforms into a wolf!

CORVUS

A crow! This is a good omen.



After the battle, the group descends into one of the nearby crypts...



They fight their way through more undead and also giant rats, passing by three statues of the fell Dead Gods of the Ebon Triad: Bane, Bhaal, and Myrkul. Soon after, they come upon a black pit of a sickening, bubbling oily substance crawling with writhing green worms!



TARATOR

I don't like worms.

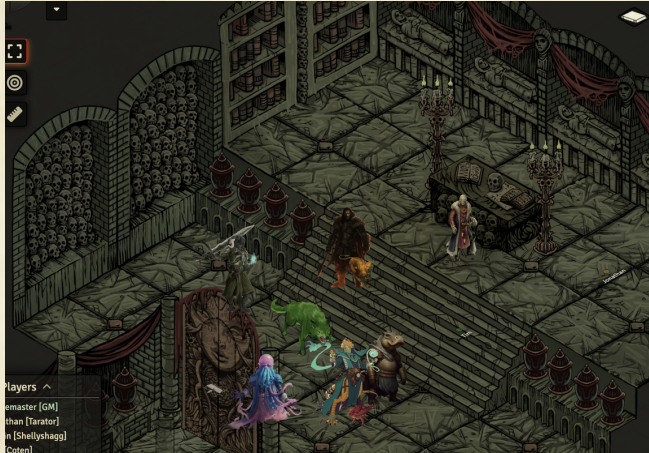
SHELLYSHAGG

This looks like a job for! (Pulls out 10-foot-pole.) Stick it in.

DUNGEON MASTER

The sickening, bloated green worms immediately begin swarming up the pole!

Corvus uses his torch to fry the little parasites before they can reach Shellyshagg, and the group pours several flasks of oil into the pit and light it afire, killing them! They then head into the final chamber of the crypt...



JUJU ZOMBIE

Ahhhh, long have I slumbered. Whom do you serve?

The group hesitates in answering, and when they do, it is without confidence...

COTEN

Kyuss?

DUNGEON MASTER

He snarls.

JUJU ZOMBIE

I see nothing before me but a sacrifice!

DUNGEON MASTER

Roll for initiative!

PRIEST OF KYUSS



After the battle, the players find the Hyskosa scrolls...



CHAP. 4

Horror's Harvest



HYSKOSA SCROLL

*The night of evil shall descend on the land
When this hexad of signs is near at hand.*

*In the house of Salmaer the sorcerer born,
Through life, unlife, unliving shall scorn.*

*A descent into the malachite hold,
Where precious life is bought with gold
A hero's choice shall heed the prophecy unfold*

*The city in the Mountain of Fire shall ruin from beneath
Above, a long slumbering wyrm shall gnash its teeth*

*Ashes shall fall and heroes shall rise,
while the Triparite Spirit gathers
And evil will again devour the wise
While hope flees and goodness scatters*

*Upon a fell wind along the sea above the sky
the righteous shall race for the Burning Eye
To defeat the Whispered One's Hand and the Faceless Mage
who seek that which had been forgotten,
As the profane march on and hope fails to stay,
and all else falls to rotten...*

*In the Old City the heroes make their stand
Beneath the great writhing, the fate of all man*

*But know, oh mortal one, that none shall stop the Age of
Worms.*

The players head back into the village, where they are greeted as heroes. Luc, now the sole leader of Marais D'Tarascon, awards them all handsomely, and tells them he is aware of an agent of the Ebon Triad secretly at work in the next village over, Delmunster.

SHELLYSHAGG

I give the scarf back. "Sorry for being grumpy during the post-action info dump."

After resting for the night, the players head out...

COTEN

While informing Allustan of everything that has happened thus far, I am going to ask him to send an agent to that swamp village to keep an eye on things, just to make sure the other brother isn't up to anything hinky.

DUNGEON MASTER

He replies that this is a good idea, and he will inform his superiors.

The players reach Delmunster a day and a half later.



TARATOR

This man looks unwell.



KJELL LUMPENSTEIN

Hello! Welcome to Delmunster! Just passing through?

DUNGEON MASTER

The man looks sickly.

TARATOR

You look unwell, sir.

KJELL LUMPENSTEIN

Really? Why, I've never felt better!

TARATOR

Mhm... I'm glad you feel well, sir.

COTEN

Cast *detect poison and disease*.

DUNGEON MASTER

No poison or disease detected...

The group looks around the village.

SHELLYSHAGG

Who is the church dedicated to?



SHELLYSHAGG

Look, Leif. Silvanus.

LEIF FORESTFRIEND

I want to go into the church.

DUNGEON MASTER

You find the doors are locked.

KJELL LUMPENSTEIN

Oh, haha! Father Brume locked himself in the church days ago and hasn't come out since! Silly man.

LEIF FORESTFRIEND

Knock.

DUNGEON MASTER

No answer.

LEIF FORESTFRIEND

Something might be wrong. A cleric of Silvanus would not be apart from nature so long.

RAAVA

Break in?

CORVUS

Blinky might be able to teleport in.

DUNGEON MASTER

You need to be able to see where you are going in order to teleport.



After a moment's discussion, they come up with a plan. Leif uses Wild Shape to turn into a spider, and climbs down the church's chimney and Shellyshagg casts fog cloud on the doorway to help conceal what they are doing. Once Leif is inside, he unbars the doors and the rest of the group enters...



FATHER BRUME

Who are you? How did you get in here?!



FATHER BRUME

LEIF FORESTFRIEND

We came to check on you. Why did you lock yourselves away?

FATHER BRUME

It is not safe here. There is great evil afoot in our once-fair village!

LEIF FORESTFRIEND

Then let us help you cleanse this evil.

FATHER BRUME

Petri went mad and attacked us! We had to kill him! We locked ourselves in ever since. First the mayor began acting strangely and stopped receiving visitors. And soon after, the sickness came. A few have died, but I fear more will follow. But what's worse is the behavior of those who are sick. They seem not themselves—manic and strange!

The players offer to check in on the mayor. Father Brume gives each of them a healing potion to help with their quest.

CORVUS

Thank you.

COTEN

Thank you, sir.



After Leif's extremely generous donation of 1,000 gp to the church (earning everyone another Fate Point), the group decides to go to the general store and stock up before heading north to the mayor's manor...



And that's where we left off... until next time!



MARAIS D'TARASCON

The following locations were not visited by the PCs in Marais D'Tarascon:

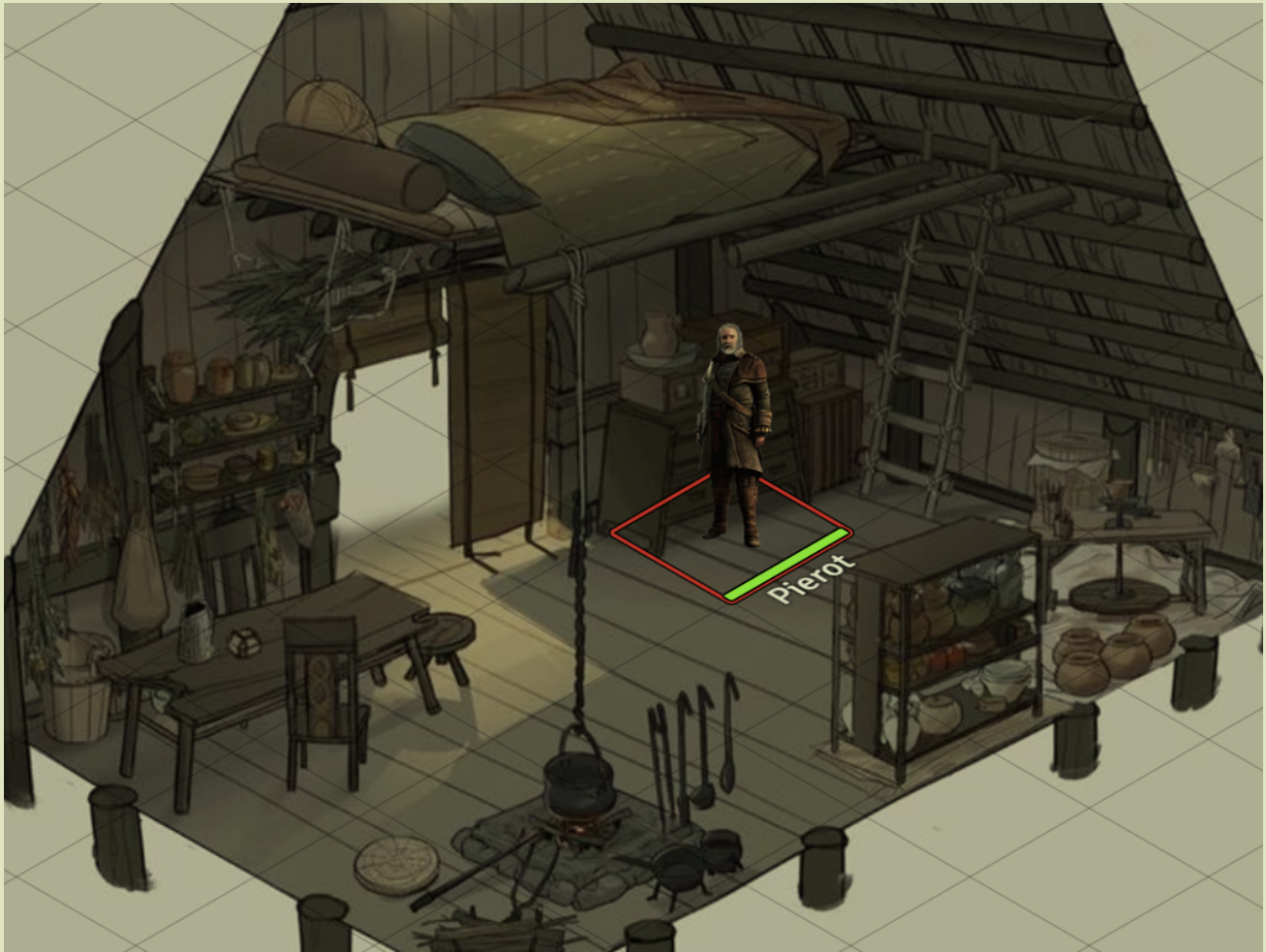
GENERAL STORE



CARPENTER



CARETAKER'S CABIN



TAILOR



It was decided that since the group had just traveled a day and a half through mostly swamp they would need to get a meal and rest before heading to the mayor's manor; otherwise suffer one level of Exhaustion.

With that in mind, the group headed into The Grinning Gargoyle, passing a statue out front on the way in...



Statue

INSCRIPTION

NIDRAMA: May the avenging angel forever bless us and protect us

Statue

Statue Likeness



NIDRAMA

Those who read The Shackled City Adventure Path may recognize Nidrama from that campaign. As evidenced here, her fight against evil in this region stretches back centuries – perhaps even longer.

THE GREAT COSMIC EYE

Justin created the religion of The Great Cosmic Eye for Shellyshagg, but didn't give it a name. I've decided to name it Nu'dzi'Rath, but it's forbidden in their religion to write down this name. The plasmoids pass the name down only through traditional prayer hymns.

JARED & OLD MAN KATAN

In Chapter Two, players were introduced to Old Man Katan, who kept ranting about his brother Jared.

Poor Old Man Katan's paranoia led him to believe his brother was behind the disturbances in his swamp, but he was mistaken. Katan has a long-standing rivalry with his brother (both of whom are far, far, far older than they appear), which led him to finally give up magic and move somewhere he didn't think his brother would look. But he's always convinced every danger, annoyance, or mild inconvenience is somehow his brother's fault.

Jared first made an appearance in The Shackled City Adventure Path Volume One, Chapter Four.

Initializing World...

Shellyshagg joined.

Coten joined.

Corvus joined.

Leif Forestfriend joined.

Raava joined.

Tarator joined.

HeyYou joined.

After a full night's sleep at The Grinning Gargoyle Inn, the group awoke, ready to continue their investigation into the strange illness plaguing the peaceful village of Delmunster...



DUNGEON MASTER

When you wake up, you notice that a few of you look... ill. Tarator, HeyYou, and Raava each have 4 points of damage!



THE SESSION THAT ALMOST WASN'T!

This session was a day late. Everyone showed up at our regularly scheduled time only to have Foundry wonk out. It was truly bizarre; I had opened the server ahead of time and everything was fine, but when players tried to log in – using the same external link as every session prior – they were receiving “address not found” errors. So I restarted Foundry, but when I reopened the World, it was all mucked up. The entire top of the screen was hidden, meaning I couldn't reach any of the links, which means troubleshooting was impossible. I finally remembered I had backed up Foundry a few weeks ago, and was able to restore that version (and discovered that somehow the link to the game had changed), but by then so much time had passed we decided to postpone a day. Unfortunately, this meant that Mike aka Damia could no longer make it, so as compensation I'm allowing the players to come up with a suitable reward for his character, whether that is extra Fate Points or a magical item. In the meantime, I will no longer be updating Foundry to newer versions until this campaign is over!



COTEN

And my *detect poison disease* spell didn't detect anything when I cast it on the old guy when we first got here, correct?

DUNGEON MASTER

Correct.

COTEN

Does anyone have any medicine skill? Want to use it to see if you can figure out what this sickness is that doesn't show up with *detect disease*?



HEYYOU

Me. Plague doctor. I had some... basic... medical training. Yes.



CORVUS

I think we need to figure out what's wrong with Tarator, HeyYou, and Raava.



SHELLYSHAGG

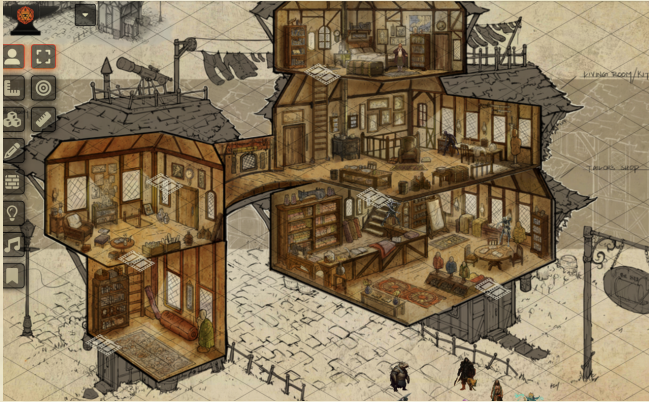
I cast *guidance*.

With a little help from the help of the Cosmic Eye, HeyYou is able to discern a little about the mysterious illness...

DUNGEON MASTER

They look like their vitality is being sapped. You have only seen it once before... well, you read about it. Something to do with vampirism.

With this small clue, the group decides to continue with their original plan of checking out the mayor's manor...



It doesn't take them long to reach the manor. Against the paladin's recommendation, HeyYou went to the left side of the building and climbed through a window on the bottom floor, while the rest of the group went to the right...



The group on the right quickly runs into a couple of zombies!



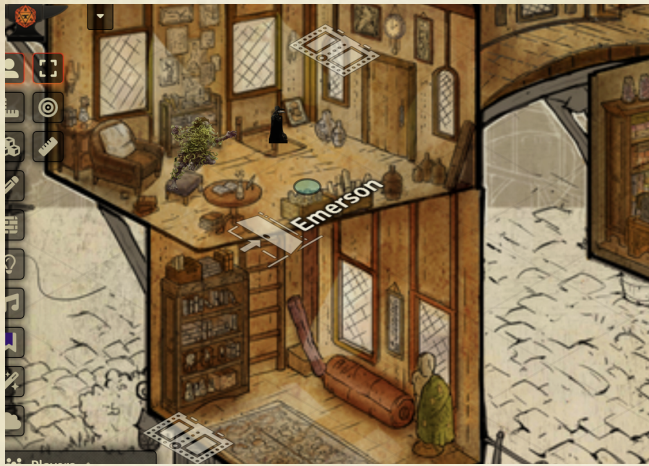
TARATOR

I do not like undead.



Meanwhile, on the other side, HeyYou climbed to the 2nd floor, and ran into a Spawn of Kyuss!





Disinterested in sticking around and facing the foul undead, HeyYou runs through the door and shuts it!



Meanwhile, on the other side, 1 zombie was down but a second was proving to be very stubborn, thanks to its Undead Fortitude ability...

DUNGEON MASTER

Shelly, GO!

SHELLYSHAGG

Warhammer.



LEIF FORESTFRIEND

Do it for the wandering, eye, Shelly!

But it STILL wouldn't go down, so Coten was up...

COTEN

What the \$#!# this thing won't go down!

Coten rolls: $1d20 + 2 + 4 + 2 = 1 + 2 + 4 + 2 = 9$

COTEN

Ewww...

DUNGEON MASTER

Critical fumble! Roll your Dex save!

Coten rolls: $1d20 + 1 = 4 + 1 = 5$

COTEN

Double ewww...

DUNGEON MASTER

No good! Roll your attack again!

Coten rolls: $1d20 + 2 + 4 + 2 = 16 + 2 + 4 + 2 = 24$

DUNGEON MASTER

Roll damage!

Coten rolls: $1d8 + 4 + 2 = 8 + 4 + 2 = 14$

DUNGEON MASTER

Tarator, you take 14 damage from Coten's errant swing!

The theme of the session for the PCs really turned out to be "1s", but eventually they took out the zombies and Spawn of Kyuss and headed to the 3rd floor...





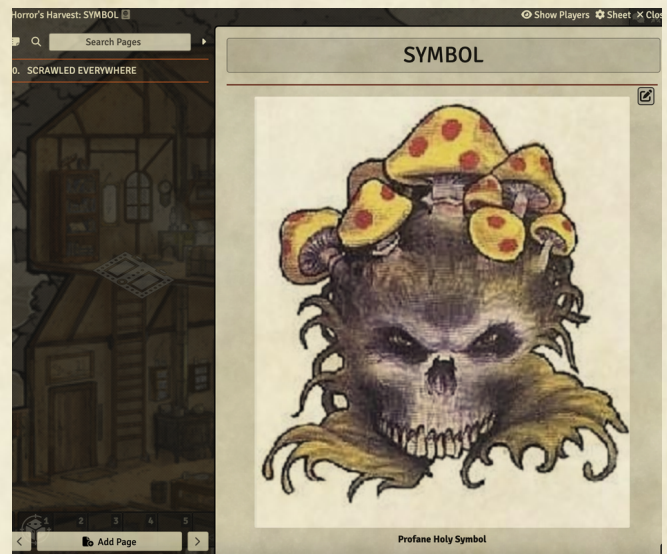
YURI KARLOFF

Welcome to my home. Would you like some tea?



YURI KARLOFF

The party sees disturbing imagery scrawled all over the walls and ceiling...



SHELLYSHAGG

I don't see anything profane about a mushroom skull.

YURI KARLOFF

Ah, I see you are admiring my drawings?

TARATOR

Are those mushrooms growing out of its head?

YURI KARLOFF

Mm. Indeed. It is in honor of the beautiful demon who came to greet me.

LEIF FORESTFRIEND

Demons? Not cool, man.

YURI KARLOFF

She opened my eyes to the evils of this world.

HEYYOU

HeyYou nods.

YURI KARLOFF

She gave me a special flower, which I planted.

LEIF FORESTFRIEND

What kind of flower?

YURI KARLOFF

One that has taken root and will soon purge this world of its wickedness.



RAAVA

Is the first floor on fire?



TARATOR

Fire?

DUNGEON MASTER

You hear the ROAR of a fire from downstairs!

DUNGEON MASTER

Yuri smiles.

YURI KARLOFF

Soon we will all join her.

RAAVA

Kill him?

SHELLYSHAGG

How high up is the 2nd floor?

DUNGEON MASTER

20 feet. Third floor is 30.

RAAVA

Anyone have a rope? Or a climbing kit?

COTEN

Is there anything I can tie a rope to and rappel down?

TARATOR

How much damage if we jump?

DUNGEON MASTER

The fire is growing larger! YOU CAN FEEL THE HEAT!

YURI KARLOFF

Stay. Enjoy the tea.

SHELLYSHAGG

Tie a rope to the banister and throw the chair out the window.

DUNGEON MASTER

Okay, but only two of you will be able to climb down in time. Who's going?

Leif and Tarator quickly scramble down to safety...

SHELLYSHAGG

I'll pseudopod down. 10 feet from the 2nd floor, so only 10 damage.

HEYYOU

Who lit the fire?

DUNGEON MASTER

You didn't see...

HeyYou, Raava, and Coten eventually tumble down, taking damage, leaving Corvus at the top floor...



CORVUS

I throw the mattress out and try to land on it!

DUNGEON MASTER

Roll Athletics, Corvus!

Corvus rolls: $1d20 + 3 + 0 = 20 + 3 + 0 = 23$

DUNGEON MASTER

Nat 20! NICE!

Dungeon Master rolls: $1d6 = 1 = 1$

DUNGEON MASTER

Incredibly, Corvus lands on the mattress and takes only 1 point of damage!

CORVUS

YES!

LEIF FORESTFRIEND

That was impressive.

TARATOR

My jaw drops, as I am very impressed with your Acrobatics.

HEYYOU

HeyYou slow claps.

SHELLYSHAGG

My rope...

DUNGEON MASTER

Your rope is gone. As is Yuri – you all can hear him screaming as the flames devour him.

SHELLYSHAGG

We should flee before it looks like we started this fire.

CORVUS

Good idea.

The group takes off back to the village...

WHAT ABOUT BLINKY?

In everyone's haste to escape the snapping flames, they forgot Corvus has Blinky the blink dog and could have teleported safely down! However, that would not have been nearly as cinematic or memorable. To commemorate this moment, Travis aka Corvus made a snapshot (see next page)...



“I THROW THE MATTRESS OUT AND TRY TO LAND ON IT!”
— Corvus the Barbarian, *Horror’s Harvest*

Upon arriving back in Delmunster, the party returns to the village church...



FATHER BRUME

You have returned! What have you discovered? Did you seek out the mayor?

SHELLYSHAGG

Is there a proper place for this dude? (Shellyshagg nudges the body with his foot.)

FATHER BRUME

Is... is it safe to go out there? We can bury him out back...

TARATOR

Have you guys heard anything about vampires?

FATHER BRUME

Vampires? Good heavens, no.

The group then turns to investigating the body, searching for any clues, or bite marks, or anything else suspicious. After a handful of rolls, they finally discover something most unusual...

DUNGEON MASTER

In addition to the body not seeming to have decomposed, its blood is green and smells strongly of vegetation...

SHELLYSHAGG

We absolutely should not bury this guy.

FATHER BRUME

We should not bury him, then...?

SHELLYSHAGG

I think burning him would be more in-line.

HEYYOU

HeyYou nods.

DUNGEON MASTER

The flames devour the body quickly.



After a moment, Tarator stamps out the flames.

DUNGEON MASTER

There is nothing left but ash. No bones at all... It now smells like burned grass in here.

HEYYOU

HeyYou scoops some into a jar and tucks the jar into their doctor bag, next to the lamia face.

CORVUS

Maybe we should investigate some of the other areas in the village.

The first place they decide to check out is the Toscenu residence.



LIEV TOSCENU

Hello. What brings you to our home?

SHELLYSHAGG

We were wondering if you had time to learn about the Cosmic Eye?

LIEV TOSCENU

Oh. Evangelists. Sorry, we're not donating anything today, thank you.



CORVUS

We're investigating the sickness. Do you know anything about a strange flower?

LIEV TOSCENU

Flower? No... But the plague is most troubling and frightening.

LIEV FORESTFRIEND

Vampires? Worms? Pyromaniacs?

LIEV TOSCENU

No...

CORVUS

Hm.

Finding nothing but a dead end, the players decided to check out the Klunker residence next...



GARTH KLUNKER

Hello, welcome to our home!

TARATOR

Hello, sir.

RAAVA

Looks rich.

CORVUS

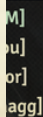
What do you got hanging from the rafters?

GARTH KLUNKER

Oh, you like our chandeliers?

CORVUS

The plants...



GARTH KLUNKER

Oh, those. My wife likes to pick the local flora.

CORVUS

Has she found any unusual flowers?



ZELDA KLUNKER

Unusual in what way?

TARATOR

Have either of you been affected by the illness?

GARTH KLUNKER

No, not yet. Thank the gods. But a few of you look to be afflicted...

HEY YOU

HeyYou climbs up the bookshelf and starts stuffing some of the plants in their bag.

GARTH KLUNKER

Be careful up there? ...is he someone's child?

HEY YOU

HeyYou hisses.

GARTH KLUNKER

Oh...

ZELDA KLUNKER

Uh, take as many as you like, little one...

HEY YOU

HeyYou nods.

LEIF FORESTFRIEND

Sorry about him. He's a little weirdo. What do you do for a living?

GARTH KLUNKER

I'm a bookbinder. I sell books once a year at the High Market in Greyhawk. Have you ever been?

LEIF FORESTFRIEND

No.

SHELLYSHAGG

Give them 10 gp.

GARTH KLUNKER

Th-thank you, sir!

The players next decide to investigate the Ludder residence...





KARL LUDDER

Welcome to Delmunster! Though I wish it could be during happier times...

CORVUS

What do you do, friend?

KARL LUDDER

I'm just a farmer.

Eventually the conversation turns to plants...

SHELLYSHAGG

Is there a place to gather flowers outside of town?

KARL LUDDER

Yes! I think the best place to pick wild flowers is in a clearing just north of the village.

LEIF FORESTFRIEND

We should check it out.

HEYYOU

HeyYou nods.

RAAVA

Let's.



CORVUS

Nice job, Shelly.



GARETH THE VILE

Welcome. I've been expecting you.

DUNGEON MASTER

Roll for initiative!



A fierce battle ensues! Leif uses wildshape to transform into a bear and charges forward. HeyYou casts shield of faith onto Corvus. Soon after, the pods on the vampiric, essence-draining DOPPLEGANGER PLANT open, and three familiar figures emerge...



The three characters who exhibited signs of illness emerge as PLANT PODLINGS!

RAAVA

Someone kill my podling!

GARETH THE VILE



SHELLYSHAGG

If I throw an oil flask, can Raava ignite it with her fire bolt spell?

DUNGEON MASTER

Yes.



The plan eventually works...

SHELLYSHAGG

Shellyshagg jumps and pumps his fist!

It's a hard-fought battle, but in the end, the players are victorious! They return to Delmunster, where they are hailed as heroes, and a great feast is thrown in their honor!



*And this concludes Age of Worms Volume Two...
continue reading in [Age of Worms Volume Three!](#)*

MORE NERD STUFF

One of the things I've been wanting to do for a few years now is run an Earthdawn campaign using D&D. But rather than converting the rulesystem of D&D to the Earthdawn setting, I want to convert Earthdawn into a typical D&D campaign world. So that means dragonborn, the Great Wheel Cosmology, all of it.

To that end, I created a primer doc for players. The idea being that the players would likely not have any knowledge of Earthdawn (so very few do, after all), and would just treat this like any other D&D campaign. There are two I made:

[Earthdawn D&D Primer](#)

[Blood Elves](#)



DELMUNSTER

The following locations in Delmunster were not investigated by the PCs:

Feister Residence



Krumsen Residence



Kueller Residence



Lumpenstein Residence



Unger Residence



Wichtenstein Residence



Zagorovich Residence

